

**WHAT IS CLAIMED IS:**

1. A method of distributing game tokens to players in a game wherein the game comprises the distribution of game tokens to  $n$  players,  $P_1, P_2, \dots, P_n$ , where  $n$  is greater than 1, the method comprising the steps of:

- (a) obtaining from each player  $P_i$  a first unit  $A_i$ , wherein each  $A_i$  is chosen from a finite set of discrete candidate first units;
- (b) obtaining from each player  $P_i$  a second unit  $B_i$ , wherein each  $B_i$  is chosen from a finite set of discrete candidate second units;
- (c) deriving a third unit  $C$  using a predetermined algorithm where  
 $C = f(B_1, \dots, B_n)$ ;
- (d) assigning a previously unassigned game token  $G_i$  to each player from a predetermined algorithm where  $G_i = f(A_i, C)$ ; and
- (e) repeating steps (a) - (d) until a predetermined number of game tokens cards are distributed to each player.

2. The method of claim 1 wherein the game tokens are playing cards.

3. The method of claim 1 wherein the first units are playing cards.

4. The method of claim 1 wherein the second units are integers.

5. The method of claim 4 wherein  $C = \sum B_i$ .

6. The method of claim 1 further comprising the steps of, after the predetermined number of game tokens are distributed in step (e), a community token  $H$  is chosen by obtaining from each player  $P_i$  a new unit  $J_i$  and determining the community token  $H$  by a predetermined algorithm  $H = f(J_1, \dots, J_n)$ .

7. The method of claim 1 wherein each  $A_i$  obtained from step (a) and each  $B_i$  obtained from step (b) is inputted into a computer and the computer derives  $C$  in step (c) and each assigned game token  $G_i$  in step (d).

5 8. The method of claim 7 wherein the computer is a digital computer.

9. A method of distributing playing cards to players in a game wherein the game comprises the distribution of playing cards to  $n$  players,  $P_1, P_2, \dots, P_n$ , wherein  $n$  is greater than 1, the method comprising the steps of:

- 10 (a) providing a digital computer;
- (b) entering into the computer a first unit  $A_i$ , where each  $A_i$  is chosen from a finite set of discrete candidate first units;
- (c) entering into the computer a second unit  $B_i$ , wherein each  $B_i$  is chosen from a finite set of discrete candidates second unit;
- 15 (d) deriving, using the computer, a constant  $C$  from a predetermined algorithm where  $C = f(B_1, \dots, B_n)$ ;
- (e) using the computer, assigning a previously unassigned card  $G_i$  to each player from a predetermined algorithm where  $G_i = f(A_i, C)$ ; and
- 20 (f) repeating steps (b) - (e) until a predetermined number of playing cards are distributed to each player.

10. The method of claim 9 wherein the first units are playing cards.

11. The method of claim 9 wherein the second units are integers.

25 12. The method of claim 11 wherein  $C = \sum B_i$ .

13. The method of claim 9 further comprising the steps of , after the predetermined number of playing cards are distributed in step (f), a community playing card H is chosen by obtaining from each player  $P_i$  a new unit  $J_i$  and, using the computer, determining the community playing card H by a predetermined algorithm where  $H = f(J_1, \dots, J_n)$ .

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14. A method of distributing playing cards to players in a game wherein the game comprises the distribution of playing cards to  $n$  players,  $P_1, P_2, \dots, P_n$ , wherein  $n$  is greater than 1, the method comprising the steps of:

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- (a) providing a digital computer;
- (b) entering into the computer a first unit  $A_i$ , where each  $A_i$  is chosen from a finite set of discrete candidate first units;
- (c) entering into the computer a second unit  $B_i$ , wherein each  $B_i$  is an integer chosen from a finite set of discrete candidate integers;
- (d) deriving, using the computer, a constant  $C$  from a predetermined algorithm where  $C = f(B_1, \dots, B_n)$ ;
- (e) using the computer, assigning a previously unassigned card  $G_i$  to each player from a predetermined algorithm where  $G_i = f(A_i, C)$ ;
- (f) repeating steps (b) - (e) until a predetermined number of playing cards are distributed to each player; and
- (g) choosing a community card H after the predetermined number of playing cards are distributed in step (f), a community of playing card H is chosen by obtaining from each player  $P_i$  a new unit  $J_i$  and, using the computer, determining the community playing card H by a predetermined algorithm where  $H = f(J_1, \dots, J_n)$ .

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15. The method of claim 14 wherein the first units are playing cards.

16. The method of claim 14 wherein  $C = \sum B_i$ .